

DARPA Subterranean (SubT) Challenge

Dr. Timothy Chung
Tactical Technology Office

Proposers Day

January 18th, 2018





Welcome to the DARPA Subterranean Challenge Proposers Day

The goals of the Proposers Day are:

- To **introduce** the DARPA Subterranean Challenge program vision and goals to the broader community
- To **facilitate** interaction between researchers, developers, and stakeholders with capabilities and interests relevant to the DARPA Subterranean Challenge
- To **promote** the formation of cross-cutting teams responsive to the DARPA Subterranean Challenge program vision



Proposers Day Agenda

January 18, 2018

8:15 am - 9:00 am	<i>Registration</i>
9:00 am - 9:15 am	Welcome and Introductions Dr. Timothy Chung, DARPA TTO
9:15 am - 9:30 am	Security Briefing and Contract Management Office Briefing Ms. Sonya Maldonado, DARPA SID Mr. Chris Glista, DARPA CMO
9:30 am - 9:45 am	TTO Overview Dr. Fred Kennedy, DARPA TTO
9:45 am - 10:15 am	DARPA Subterranean Challenge Vision and BAA Overview Dr. Timothy Chung, DARPA TTO
10:15 am - 10:30 am	<i>Break</i>
10:30 am - 11:15 am	Attendee Lightning Presentations Part I
11:15 am - 12:30 pm	Open Poster Session 1
12:30 pm - 1:30 pm	<i>Lunch (on your own)</i>
1:30 pm - 2:00 pm	Q&A Session - Answers to Submitted Questions
2:00 pm - 2:45 pm	Attendee Lightning Presentations Part II
2:45 pm - 4:00 pm	Open Poster Session II
4:00 pm - 4:15 pm	Closing Remarks Dr. Timothy Chung, DARPA TTO



The purpose is to **inspire information exchange**
and **facilitate potential teaming**

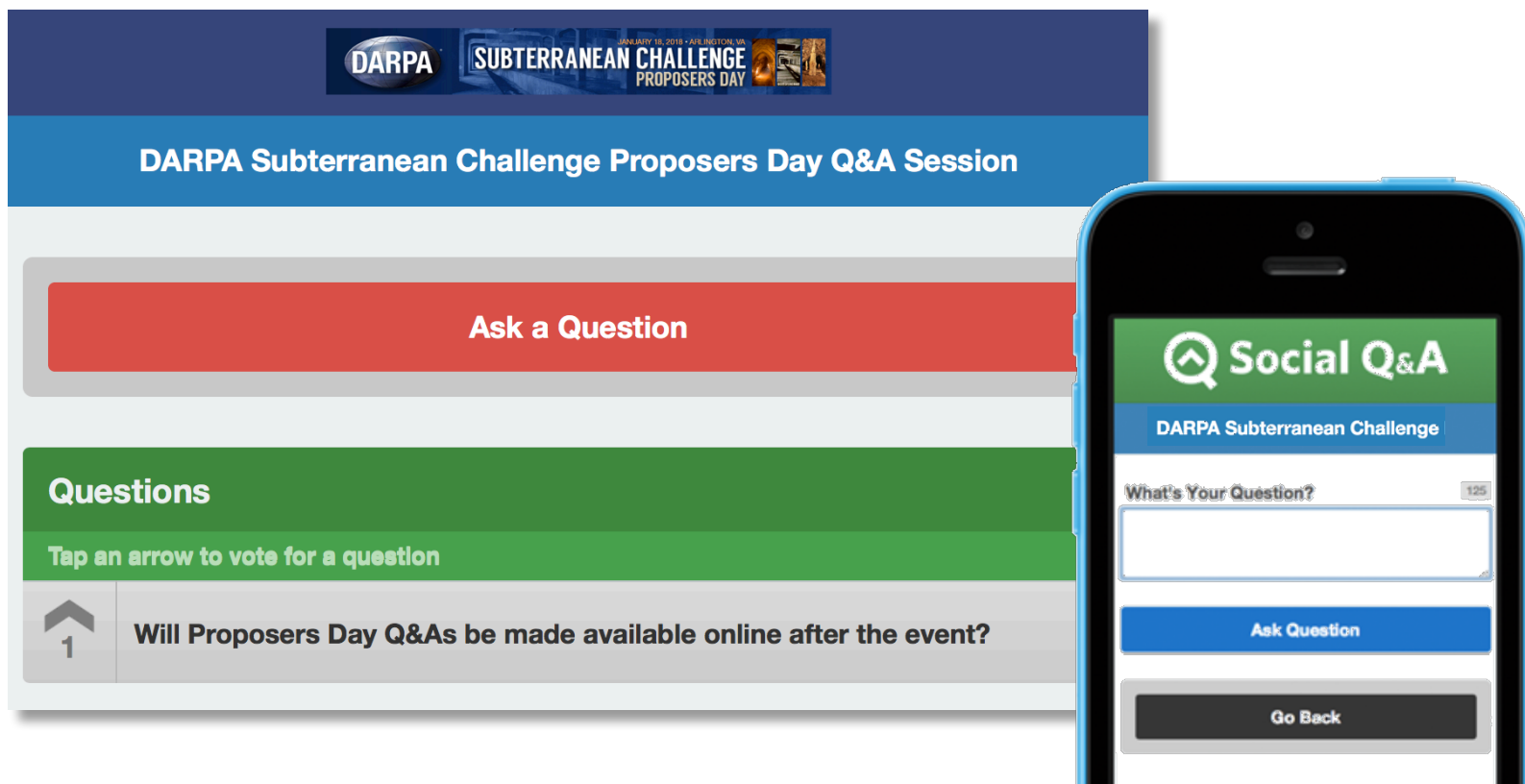
Presenters Rules of Engagement

- Lightning Talks
 - Receive your presenter number and time slot at registration
 - Take your assigned (numbered) seats up front before your session
 - Stay within your **two minutes** (you will be buzzed!)
- Poster Session
 - Find your assigned easel in poster area
 - Set up your poster before your session
 - Meet, share with, and learn from fellow attendees



Questions and Answers

DARPASubTChallenge.socialqa.com



- View, vote, and ask questions
- Questions are moderated
- FAQs to be posted on FedBizOpps.gov

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Program Overview

January 18th, 2018





Unearthing the Subterranean Environment: The Hidden Domain

Current technologies fail to provide
rapid mapping and persistent situational awareness
of the diverse subterranean operating environment



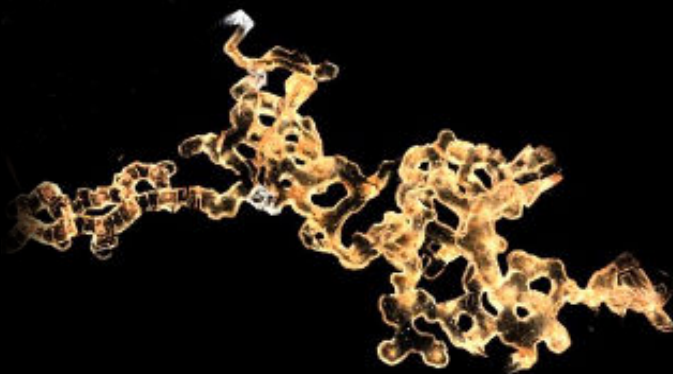
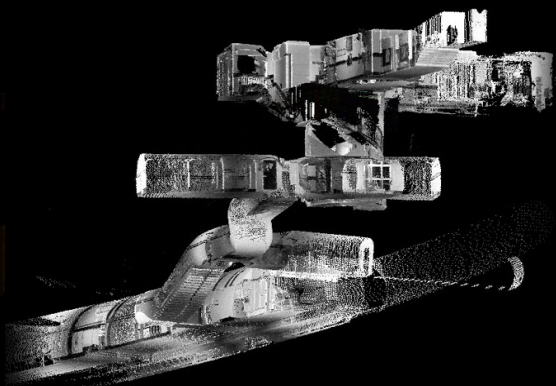
Border Tunnels



Urban Underground

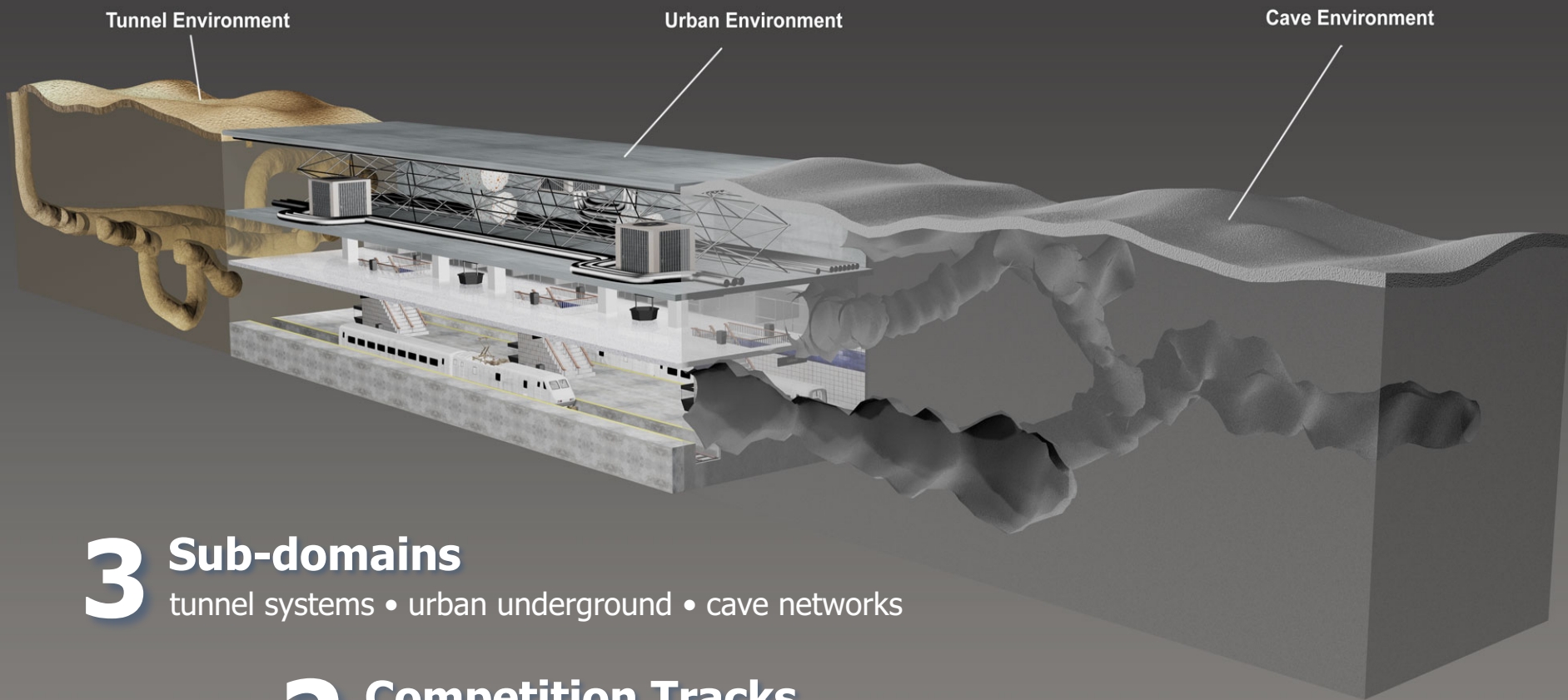


Cave Networks





Introducing the **DARPA Subterranean Challenge**



3 Sub-domains
tunnel systems • urban underground • cave networks

2 Competition Tracks
Systems Track • Virtual Track

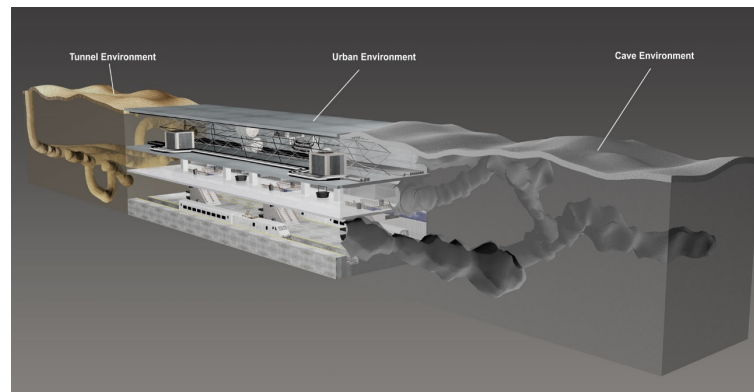
1 Challenge Vision
Revolutionize how we operate in the underground domain



DARPA Subterranean Challenge: Technical and Program Description

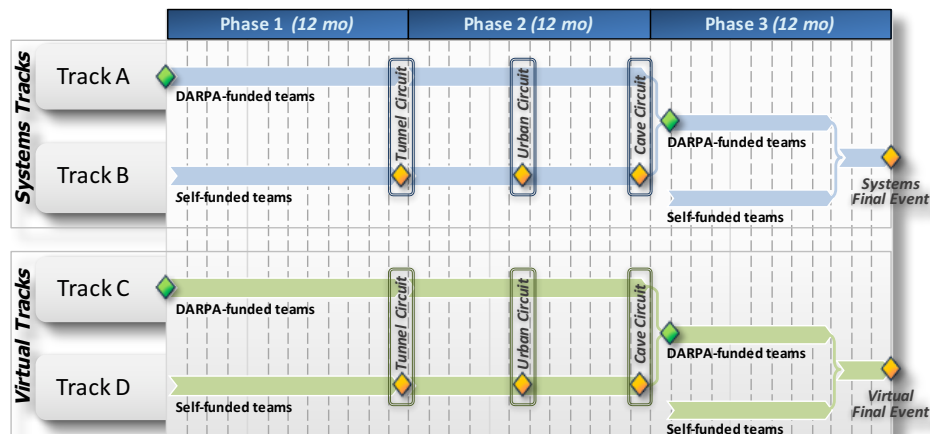


Why



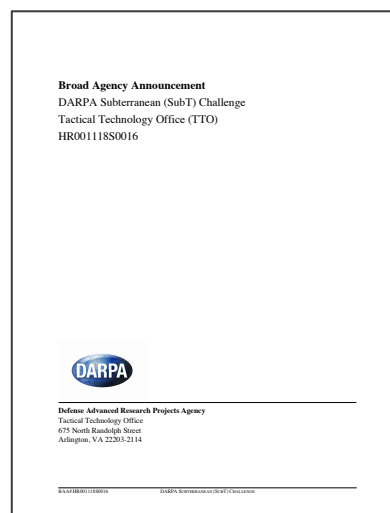
What

When Where



Who

How



Need for **rapid situational awareness** for warfighters or first responders operating in **unknown and dynamic environments**. The layout of the environment is **unknown**, could **degrade** or **change** over time, and is **too high-risk** to send in personnel



Lead Time:

T minus "weeks"

T minus "hours"

T minus "minutes"

OPTEMPO:

Slow, Deliberate

Urgent

Real-time

Risk:

Low

(Too) high

Acceptable

Mission:

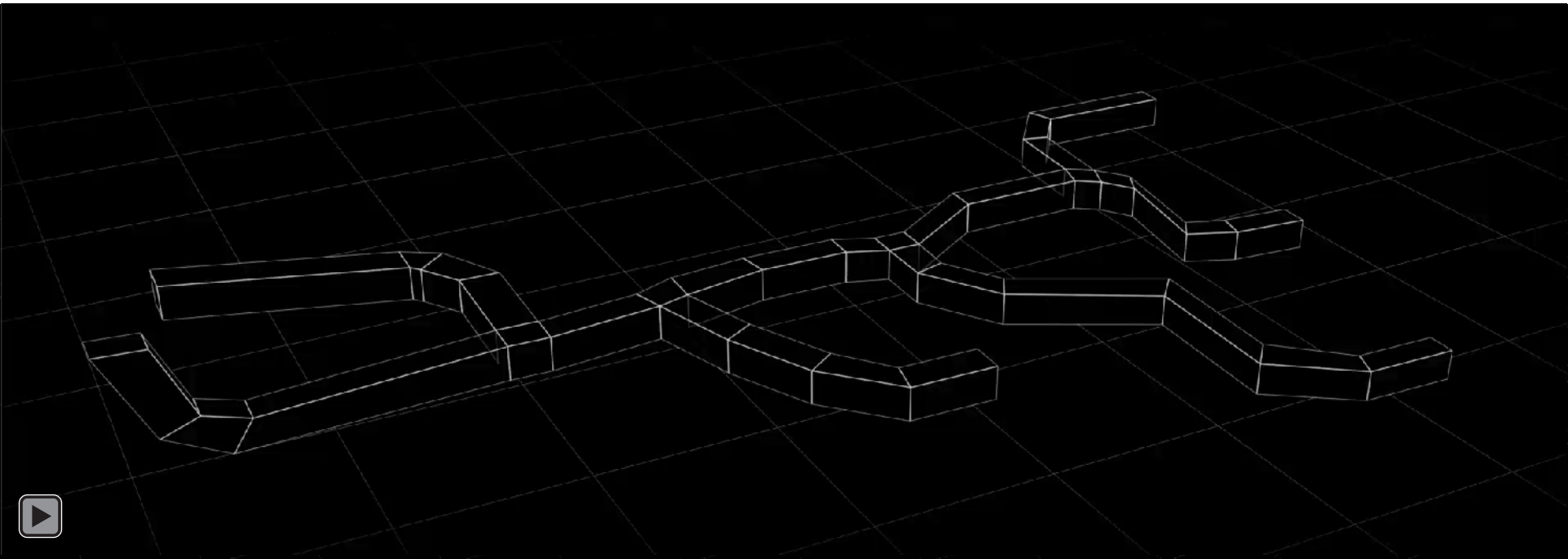
Discovery, Inspection

Search & Rescue

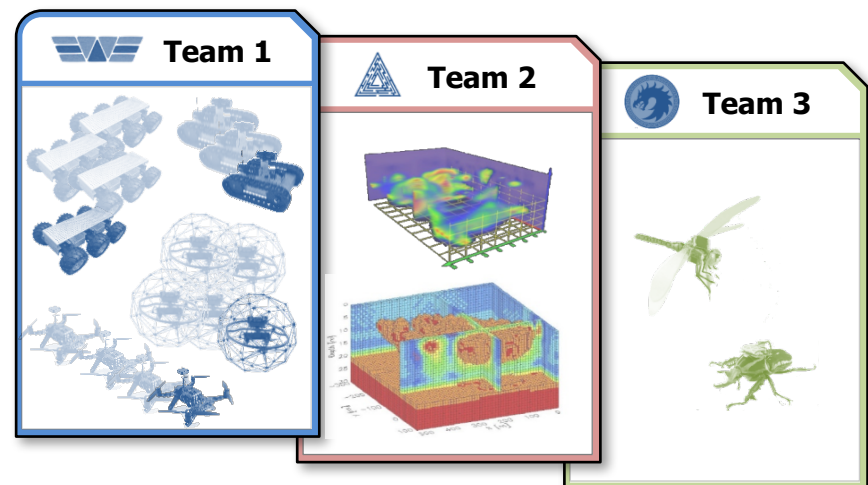
Intervention



Envisioned Gameplay for the DARPA Subterranean Challenge

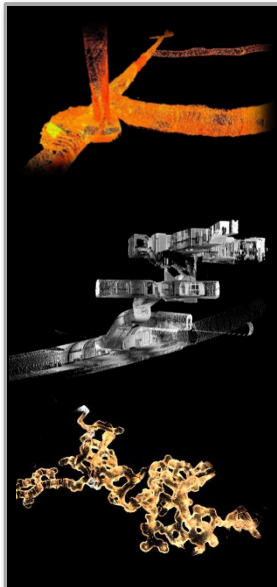


1. Initialize challenge course
2. Deploy competitor solution
3. Commence competition run
4. Declare winning team





Challenge Elements to Inspire Technology Breakthroughs



Austere navigation

GPS-less and sparsely featured surroundings

Degraded sensing

Low-light, obscured, and scattering conditions

Severe comms

Physical impediments to reliable links

Dynamic terrain

Physical changes to the environment

Endurance limits

Operationally relevant spatial scales

Terrain obstacles

Mobility-stressing terrain features

**Technology
Impact**

Autonomy

Perception

Networking

Mobility



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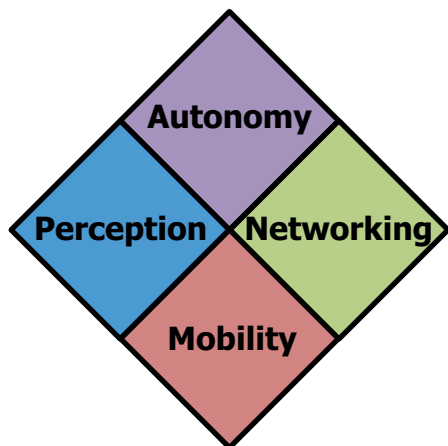
Physical changes to the environment

Endurance limits

Operationally relevant spatial scales

Terrain obstacles

Mobility-stressing terrain features

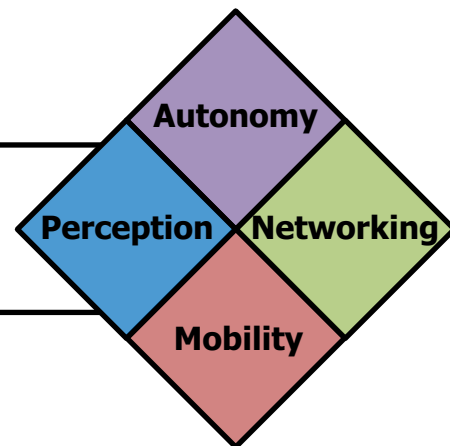


	Autonomy	Perception	Networking	Mobility
1. Austere Navigation	✓	✓	✓	
2. Degraded Sensing		✓	✓	✓
3. Severe Comms	✓		✓	
4. Terrain Obstacles	✓	✓		✓
5. Dynamic Terrain	✓	✓		✓
6. Endurance Limits			✓	✓



DARPA Subterranean Challenge Technology Areas

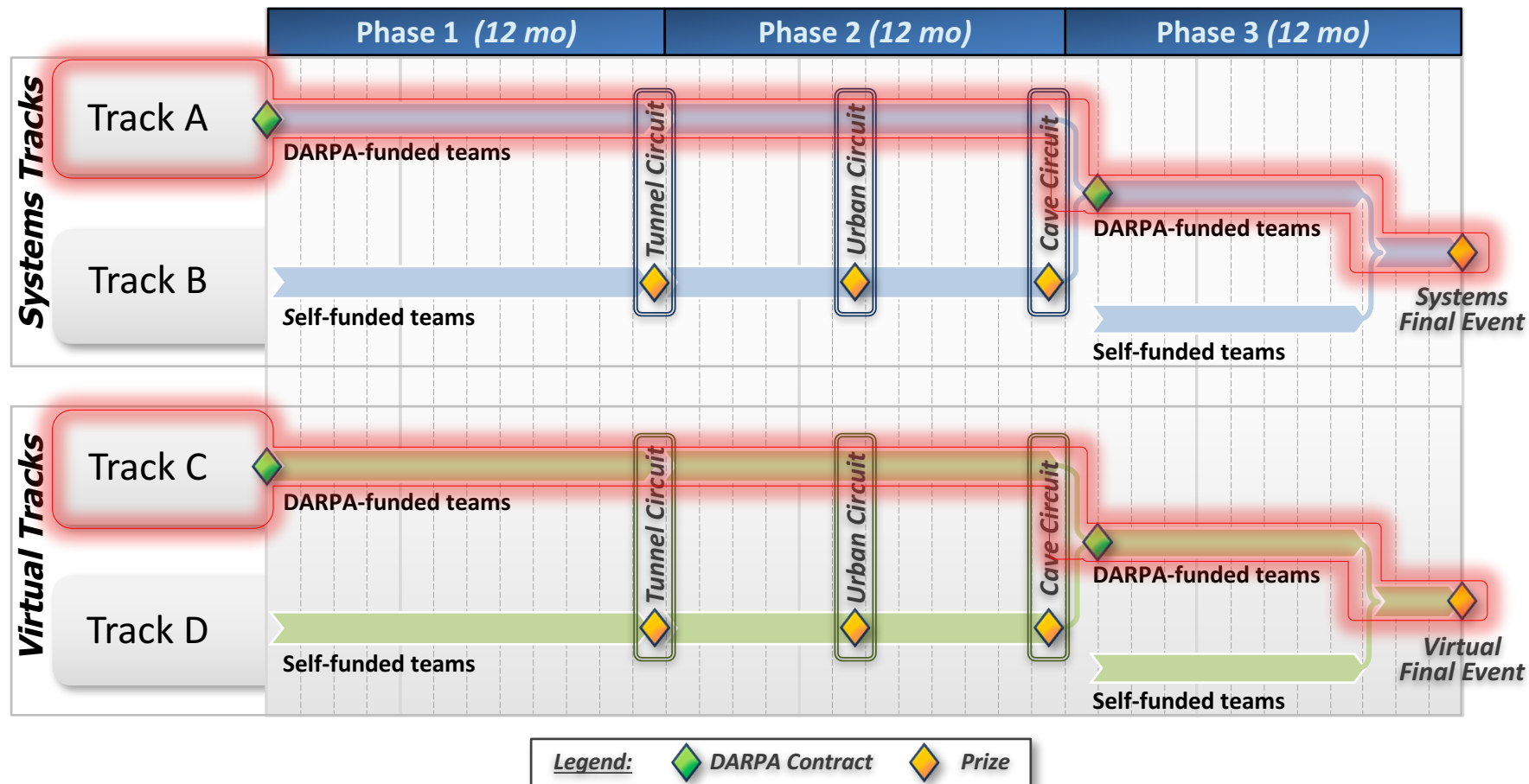
Challenge Focus: Drive innovation and investment to accelerate breakthroughs for exploring complex unstructured environments



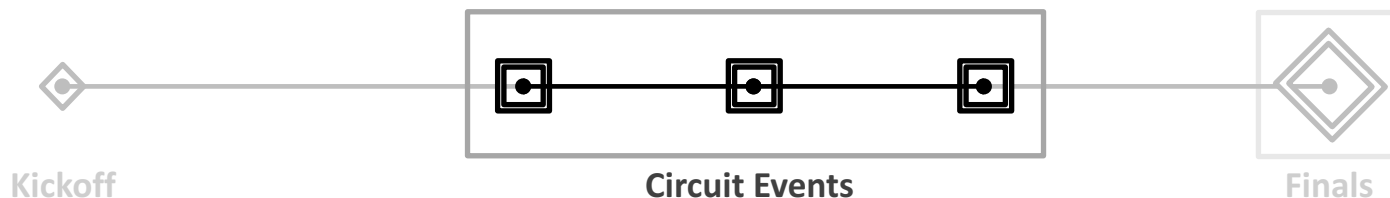
Technology Area	Relevant Metrics	Stretch Goals
Autonomy	Number of manual interventions during mission	Zero interventions over four-hour mission
Perception	Resolution of multimodal 3D mapping	<10cm map detail
	Geo-localization of physical agents over mission duration	<1m error over 1km traversed
Networking	Latency in situational awareness updates per traversal distance	<1s per 500m path length
Mobility	Effective, team-aggregated mission endurance	Four-hour effective endurance



Challenge Schedule and Tracks



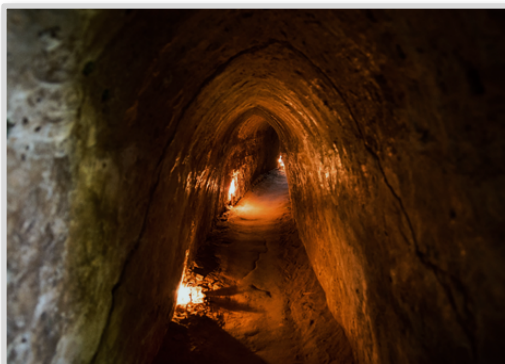
Focus of the DARPA SubT Challenge BAA



Circuits offer focused challenge events to:

- Promote **frequent "build-test-compete"** iterations within and among teams
- Directly **involve operational needs** in design of circuit courses
- Explore both **illustrative and operational scales** via Systems and Virtual tracks

Tunnel Circuit

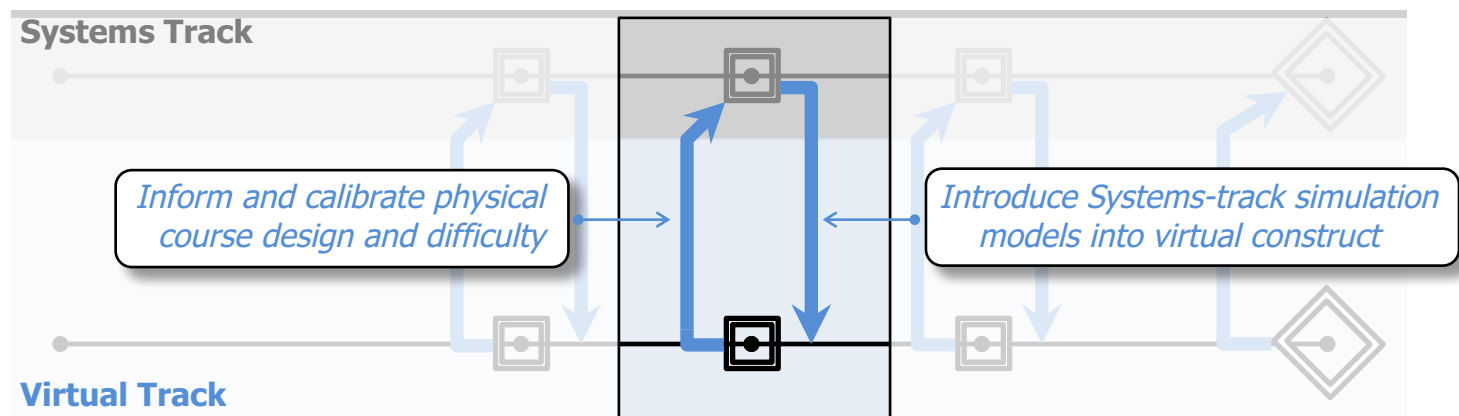


Urban Circuit

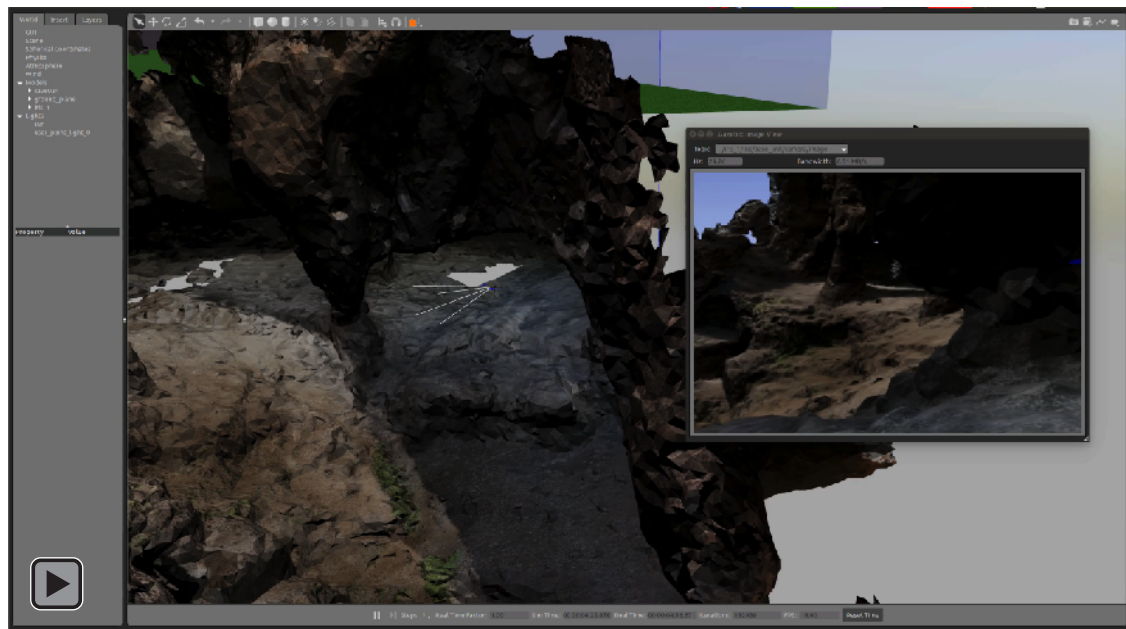


Cave Circuit





Physics-based simulator
camera-mounted quadrotor
in a rendered cave





What DARPA is looking for?

- Read the (draft) BAA!
 - Revolutionary and innovative technical approaches
 - Strong, integrated, agile, holistic teams

- Competition Tracks

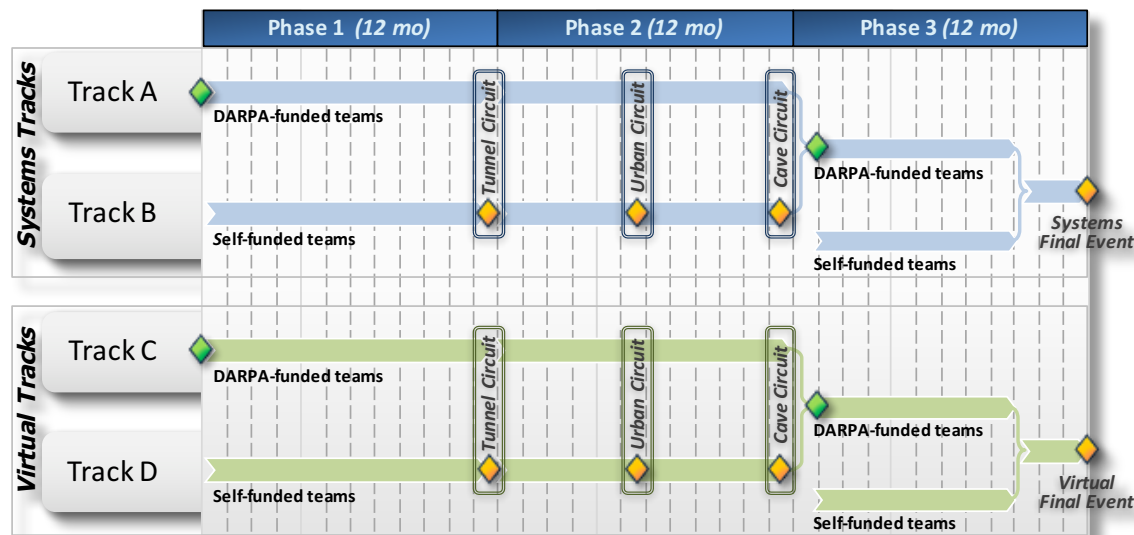
- Systems
- Virtual

- Phases

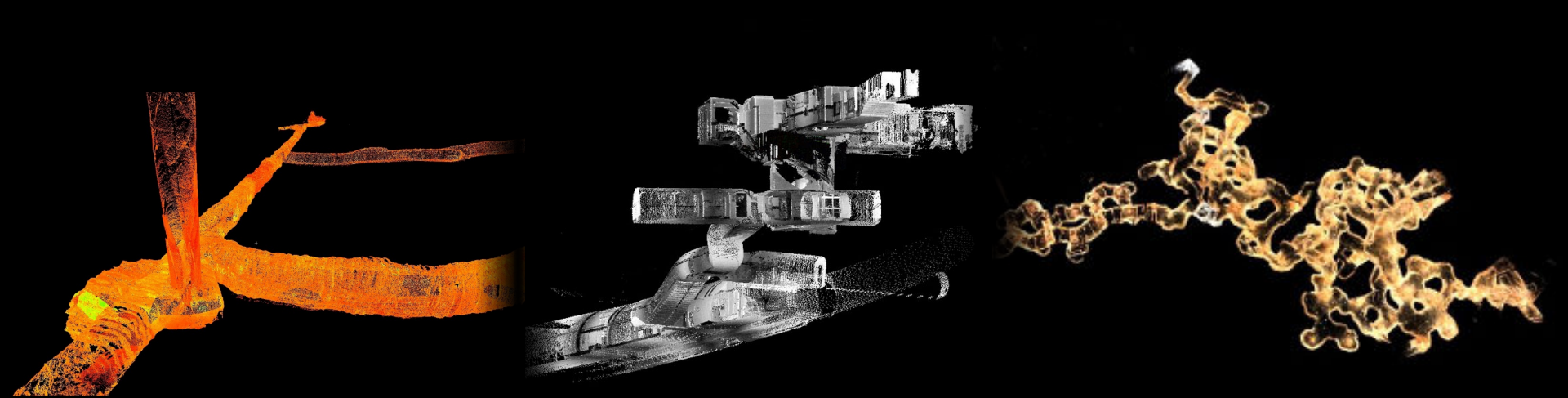
- Phase 1 (base)
- Phase 2 (option)
- Phase 3 (option)

- FAQs

- Contracting



Good luck!



The relationship between warfare and terrain demands "the faculty of quickly and accurately grasping the topography of any area."

- Clausewitz, *On War*

